AMENDMENTS TO THE CLAIMS

This listing of Claims will replace all prior versions, and listings, of Claims in the application.

Listing Of Claims:

1.   (Currently Amended) A commanding system for a computer, comprising:

a memory storing a binding table that connects input to associated action, at least one binding entry in the binding table including a command binding that identifies an input sequence from an input device that is received to be acted upon, a command that identifies an intent of the input sequence, a command handler that is a pointer to a portion of code that is executed to implement the action that is to be performed based upon the input sequence, and an interface binding that identifies a menu position on a menu; and

a processor in data communication with the memory, the processor programmed to:

query each binding entry in the binding table;

receive the interface binding associated with the binding; and

automatically build a menu based on the interface binding, wherein automatically building the menu comprises the processor being programmed to, upon subsequent generation of the menu, include additional commanding information added to a control level without requiring changes to be made to a plurality of different [[an]] applications, wherein the commanding information is provided by control elements that are common among the plurality of applications, and include at least a core set of commands provided by the control elements.

2.   (Original) The system of Claim 1, wherein the interface binding identifies an image to be used on a toolbar.

3.   (Original) The system of Claim 2, wherein the processor is further programmed to build a toolbar based on the interface binding.

4.   (Canceled)

5.   (Canceled)

6.   (Previously Presented) The system of Claim 1, wherein the memory includes a plurality of commanding elements with associated binding tables, and wherein the processor is programmed to traverse each binding entry in each of the binding tables of the commanding elements to generate the command interface.

7.-10. (Canceled)

11.   (Currently Amended) A method for commanding a computer system, comprising:

    receiving a request to dynamically create a commanding interface;

    querying a single first binding table, the single first binding table including a plurality of binding entries, at least one binding entry of the plurality of bindings entries including a command binding, a command, a handler, and an interface binding;

    querying a second binding table, the second binding table including a plurality of second binding entries, at least one second binding entry of the plurality of second binding entries including a second command binding, a second command, a second handler, and a second interface binding; and

    bubbling up through all tables of bindings associated with a given node to build the command interface; and

    automatically building the commanding interface based on the interface binding provided for the binding entry, wherein automatically building the commanding interface comprises, upon a subsequent generation of the commanding interface, including additional commanding information added without requiring changes to be made to a plurality of different applications, wherein the commanding information is provided by control elements that are common among the plurality of applications, and including at least a core set of commands provided by the control elements.

12.   (Original) The method of Claim 11, wherein the step of building the commanding interface further comprises:

identifying an image button associated based on the interface binding; and

creating a toolbar using the image button.

13.   (Previously Presented) The method of Claim 11, wherein the step of building the commanding interface further comprises:

identifying a menu position based on the interface binding; and

positioning a menu item in the menu position.

14.-16. (Canceled)